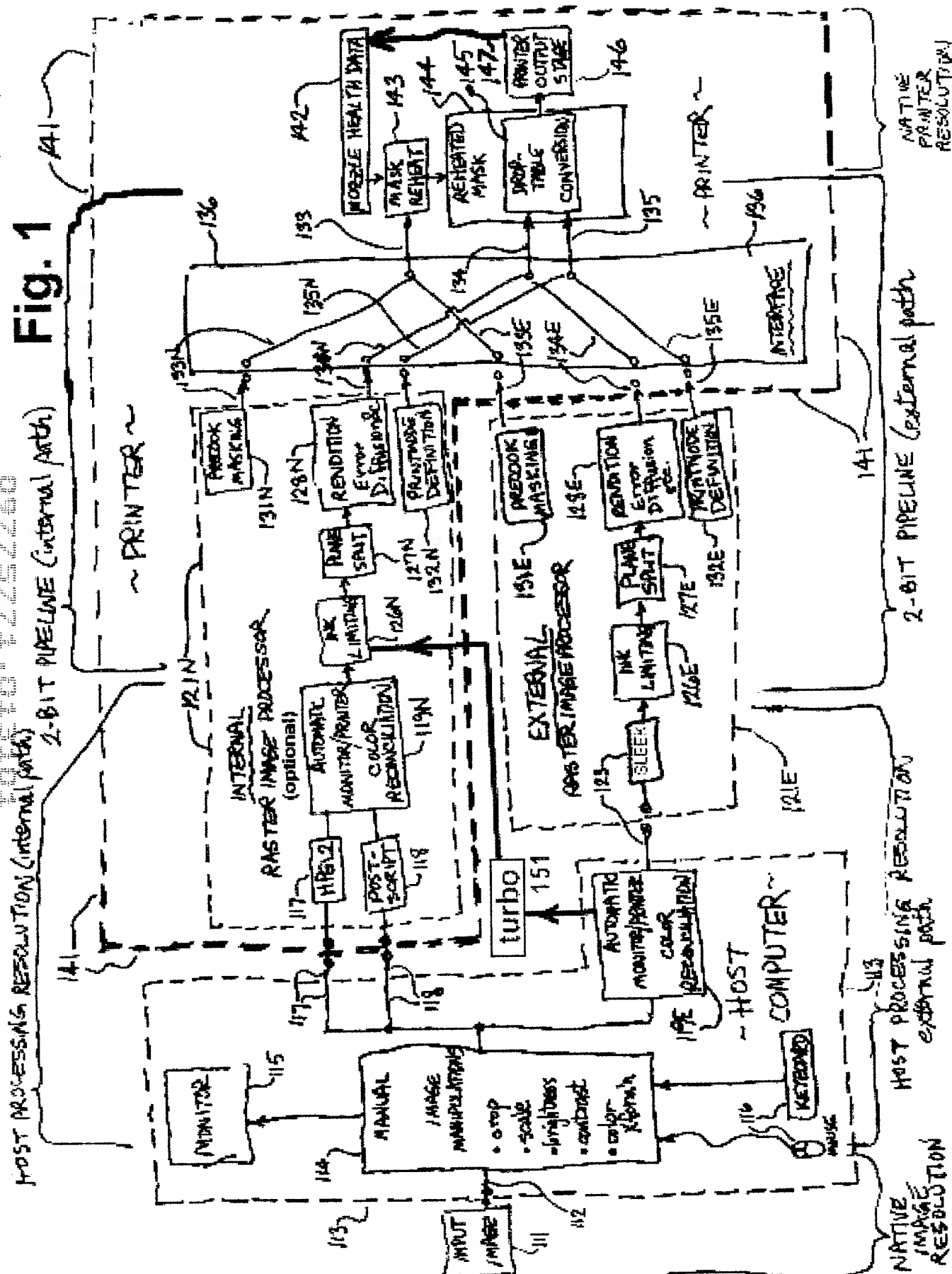
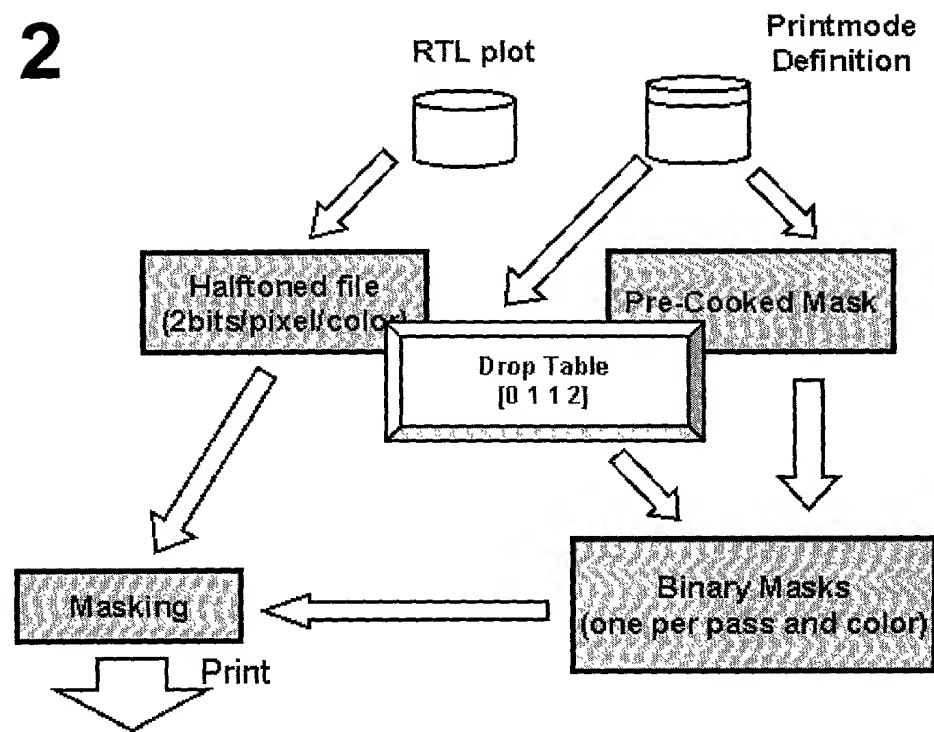


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Fig. 1



**Fig. 2**



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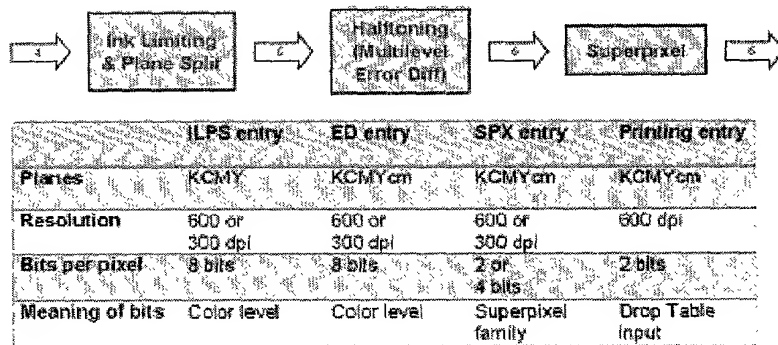
# Fig. 3

1200 x 600	Meaning, per cell_600
0 0	Zero Drops
0 1	One Drop on the right
1 0	One Drop on the left
1 1	Two Drops

# Fig. 4

Binary Code	Meaning, per cell_600 1200 x 600 dpi	Meaning per cell_600 600x600 dpi, True-2-Bit
0 0	Zero Drops	Zero Drops
0 1	One Drop on the right	A Drops
1 0	One Drop on the left	B Drops
1 1	Two Drops	C Drops

# Fig. 5



# Fig. 6

Max. Drops per Primary	0	A	B	C	Comments
1	0	1	1	1	Used for Diagnostic Plots and Economy Mode
2	0	1	1	2	Default for Stork (compatible with 1200x600, Binary)
3	0	1	2	3	For Backlit Media
4	0	1	2	4	Could be used for Canvas or Textile
8	0	1	3	8	A different printhead with 3 pl per drop can be accommodated into this pipeline as well

# Fig. 7

ED state	0000	0001	0010	0011	0100	0101	0110	0111
Super-pixel	0 0	0 1	0 1	0 1	1 1	1 3	1 3	3 3
	0 0	0 0	1 0	1 1	1 1	1 1	3 1	3 3
# Drops	0	1	2	3	4	5	6	8

Fig. 8

ED state	0000	0001	0010	0011	0100	0101	0110	0111
Super-pixel	00	01	01	01	11	13	13	33
# Drops	0	1	2	3	4	5	6	8

Fig. 9

ED state = SPX family	0000	0001	0010	0011	0100	0101	0110	0111
Permutation 0	00 00	01 00	01 10	01 11	11 11	13 11	13 31	33 33
Permutation 1	00 00	10 00	10 01	10 11	11 11	31 11	31 13	33 33
Permutation 2	00 00	00 10	11 00	11 01	11 11	11 13	33 11	33 33
Permutation 3	00 00	00 01	01 01	11 10	11 11	11 31	13 13	33 33
# Drops	0	1	2	3	4	5	6	8

Fig. 10

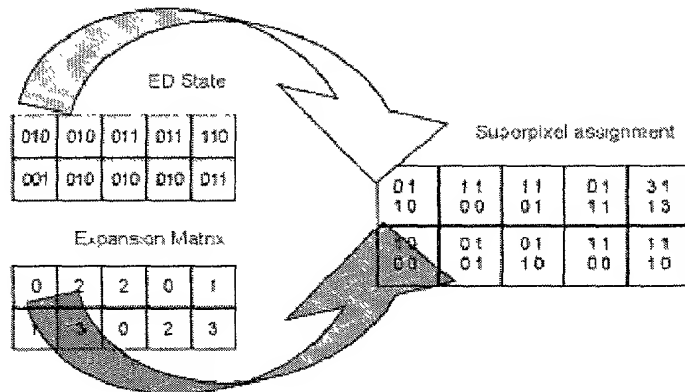


Fig. 11

ED state = SPX family	00	01	10	11
Permutation 0	0	1	1	3
Permutation 1	0	1	1	3
Permutation 2	0	1	1	3
Permutation 3	0	1	1	3
# Drops	0	1	1	2

Fig. 12

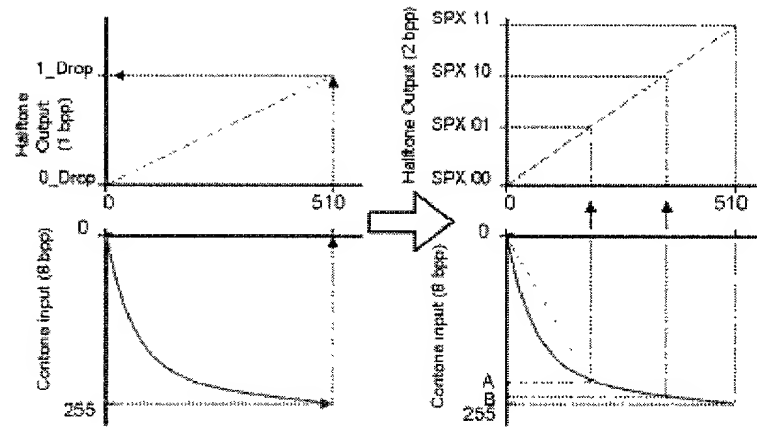


Fig. 13

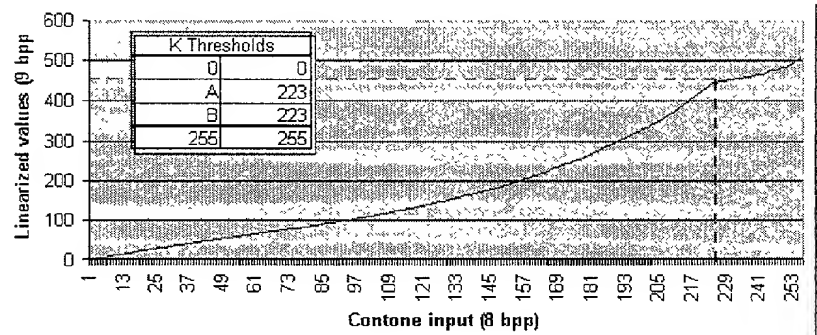
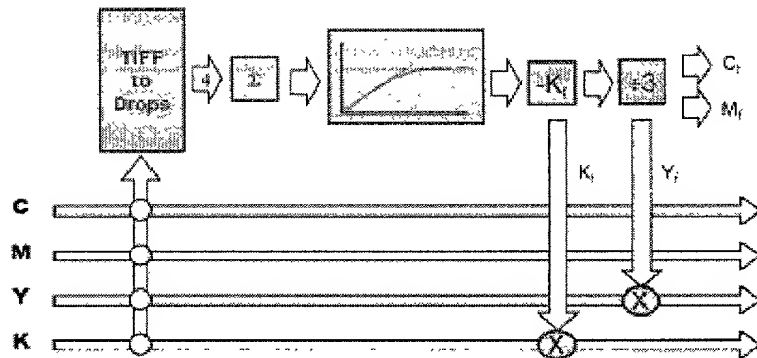


Fig. 14



**Fig. 15**

